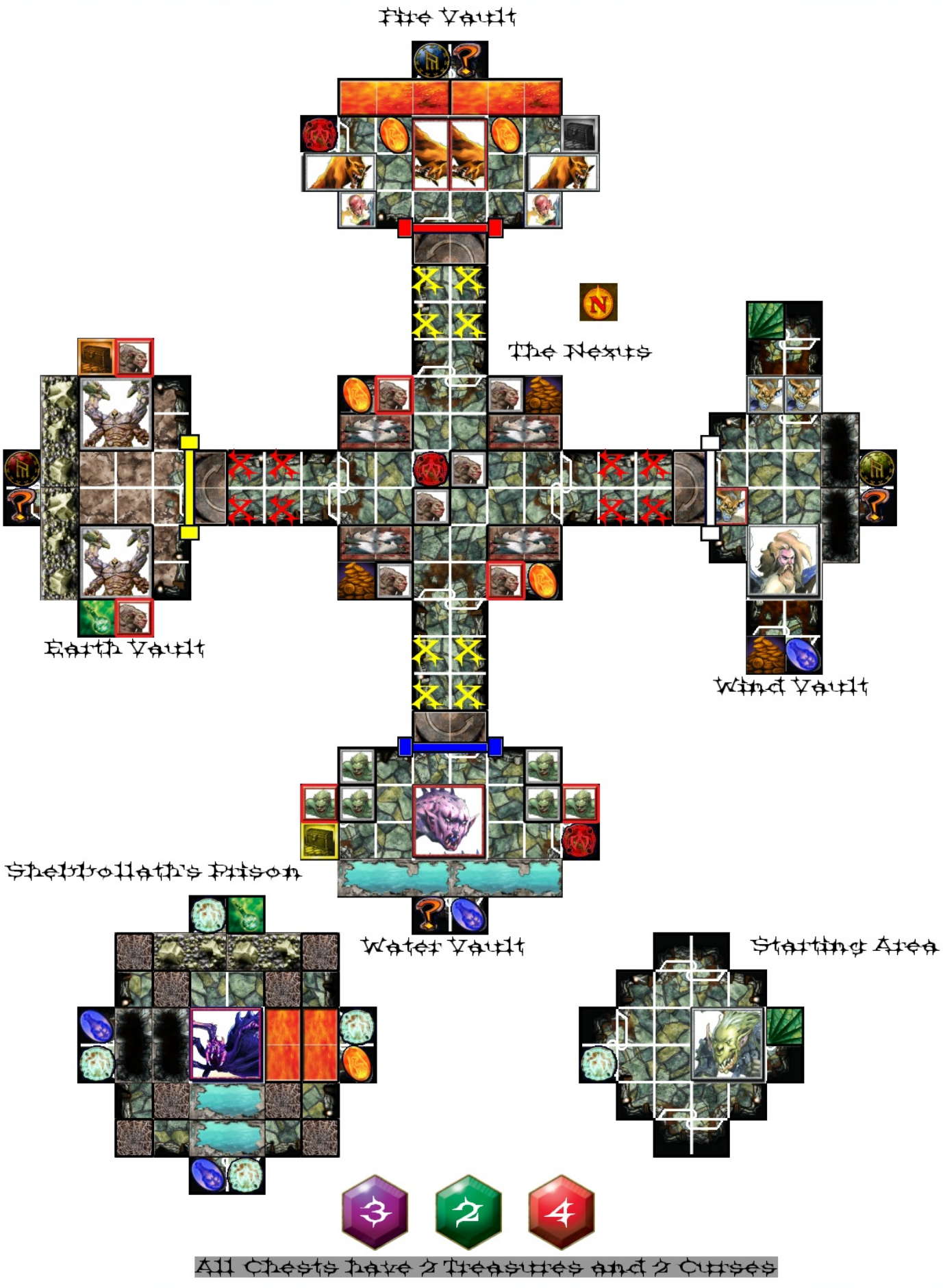


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# Lords of the Elements

By Kkatman

This quest is best suited to four heroes. With a group of less than five players, one or more players should play two heroes.

Before heroes are chosen, the Overlord should discreetly remove the following skill cards from the skill decks: Acrobat, Wind Pact, Earth Pact, Fire Pact and Water Pact.

## Scenario Background

In the early morning, the villagers of Vynelvale awake to find the smoke from a hundred campfires dirties the skies. A legion of monsters surround the town on all sides, lead by a powerful cabal of Dark Priests.

Mad Carthos, the old adventuring companion whom you had come to visit, navigates the clutter of his small wizard's tower, digging through ornate boxes and innumerable urns until he pulls out a tarnished bronze necklace from which hangs a three-sided coin.

"The army outside our village walls is lead by the Priests of Shebbollath. They seek this!" Mad Carthos holds the amulet aloft. The coin glints with golden light. "In my youth, we defeated the demonic spider mistress Shebbollath. We were not powerful enough to slay Her, but we succeeded in binding her within a mystical prison sealed with wards forged from the four elements: Air, Earth, Fire and Water." With begrudging humility, he adds, "...we had help."

Mad Carthos turns to you. "The prison has held strong. But unfortunately, while it is sufficient to stop Shebbollath from wrecking havoc on this world Herself, it has not kept Her minions and worshipers from doing so. And now, it seems, Her priests would seek to free Her."

The old wizard shoves the amulet into your hands. "You, my friends, are much stronger than I was at your age. I believe only you can put an end to this evil. But first, you must enter the place we called the Nexus. There, you can break the powerful elemental wards that bind Shebbollath's prison away from the world. Only then can you enter Shebbollath's prison and slay Her."

"Unfortunately, we filled the Nexus with an abundance of monsters ensorcelled to protect the wards from power-hungery sorcerers, theives or followers of Shebbollath seeking to free Her. You'll have to deal with them."

Mad Carthos stops, seeming to wrestle with some internal struggle. Then, with a harsh breath, "When you break those wards, you will be imbued with a part of their power. Enough to give you the extra strength you will need to fight Her." He grimaces. "I would go, but I would be too tempted to take all that power for myself, and it is too much for one mortal soul to bear."

Finally, he adds, "This amulet will disarm the defenses in the first room. From there, you will be on your own. Good luck, my young friends."

Use an encounter marker to represent Mad Carthos' amulet. The amulet must be carried by one of the heroes at least until the first ward is broken. Mad Carthos' amulet is an Other item.

## Mission Goals

Break the four elemental wards that render Shebbollath's Prision impenetrable. Armed with their power, invade Shebbollath's Prison and destroy Her. If you can activate any Glyphs of Transport along the way, it will surely make your task easier. You start with five Conquest Tokens. Should you lose them all, the dark priests of Shebbollath will be victorious!

## Starting Area

The entrance to the elemental Nexus is so well concealed that you were surprised to find you had passed it many times before without the slightest hint anything significant was there. But with Mad Carthos' instructions, you found it easily. The entrance is plain, built from cold, featureless stone. There is nothing here but the stairs that lead down, and the ogre who guards them.

## Wind Vault

As you descend the stairs, your ears are filled with the roar of a hurricane wind. Yet the air about you is eerily still.

The walls of the room are covered in vines made of glass, clear and lethally sharp. A crevice splits the floor along the eastern wall, and from it comes the deafening roar of tempest winds! Beyond it, you can see a mysterious glyph drawn in lines of brass, with a huge crystal at it's apex. The crystal glows a lively green that bathes the room and gives the family of razorwings and the manticore enough light to see you.

As the amulet-bearer enters, the howling winds from the crevice seem to lessen, but just a little.

Any hero or monster other than the one wearing Mad Carthos' amulet who moves over a pit space in this room is immediately knocked back in the direction he or she came from with enough force to hit the first obstruction, stopping in the square next to it. If the obstruction is a monster or hero, both take one wound (ignoring armor). If the obstruction is a wall, the hero or monster who is thrown into the wall takes two wounds (ignoring armor) and gains a bleed token from the razor-glass vines.

**Important: Only the hero with Mad Carthos' amulet equipped may jump over the pit obstacle in this room. When that hero ends her turn on the encounter marker in this room:**

You can feel primordial power throbbing from the glowing center crystal. You raise your weapon and strike! The crystal shatters and the room shakes with the rumbling power of an earthquake. A booming, powerful voice fills your head: "I am the Earth Lord. By the ancient pact, I relinquish to you this part of My Power. Never again shall Earth be your enemy, for you are now my chosen!"

The hero standing on the encounter marker gains the skill Earth Pact. The heroes gain one Conquest Token.

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## The Nexus

Four hallways converge at a large central chamber where hordes of kobolds slave fervishly to maintenance the Nexus' many and complicated traps under the command of master trapmakers. Most work on the lethal, blood-stained scything blades. Those in the center clear away the last of the rubble from a poorly timed boulder collision, while two massive replacement stones drop from holes in the ceiling and begin to roll!

Then the heroes first enter this area, place boulders at the eastern and northern set of X's, each facing towards the center. These boulders are now active and will begin moving on the Overlord's next turn. If the Overlord's turn starts with only one boulder in play due to collision, the Overlord replaces the destroyed boulder by placing a new one upon one of the sets of X's that are the same color as those which the destroyed boulder started on. All boulders appear facing towards the center and begin moving on the next Overlord's turn.

## Earth Vault

The golden rune-locked door opens into a larger room of dirt and stone. Huge golems bar your way while more kobolds hastily attempt to repair a long-neglected trap. Behind them, the western wall is made from dark granite, carved with forboding faces.

The overlord may draw three bonus cards from the overlord deck. If one of them is a trap, the overlord may put this card in his or her hand (discarding down to 8 cards if necessary, and gaining threat as usual for discarded cards). The overlord must then return the remaining cards to the overlord deck and reshuffle it.

**Important: Only the hero with the Earth Pact skill may pass through the rubble obstacle in this room. When that hero ends her turn on the encounter marker in this room:**

Behind the granite wall, you find another of the strange glyphs, this one made of gold with power surging from its fiercely glowing orange crystal. Again, you raise your weapon and strike! The crystal shatters and the room fills with a blinding light. Your head is filled with crackling laughter: "I am the Fire Lord. By the ancient pact, I relinquish to you this part of My Power. Fire is now your weapon, for you are now my chosen!"

The hero whose player is sitting to the left of the player whose hero is standing on the encounter marker gains the skill Fire Pact. The heroes gain one Conquest Token.

## Fire Vault

The crimson rule-locked door opens into a blazing inferno! Hellhounds and feindish sorcerers prowl through shimmering waves of heat generated from the blazing wall of magical fire to the north!

Heroes receive one daze token when entering this room due to the tremendous heat. Both the monsters and the hero with Fire Pact are immune to this effect.

Any hero or monster who moves into the wall of fire (represented by the lava), takes two wounds and two burn tokens, and is placed back in the square adjacent to the wall that it previously occupied. The hero with Fire Pact is immune to this effect.

**Important: Only the hero with the Fire Pact skill may pass over the lava obstacle in this room. When that hero ends her turn on the encounter marker:**

Waves of power pour from the pulsing deep blue crystal at the center of the glyph you've found here. As your companion before you, you raise your weapon and deliver the shattering blow. The room fills with a suffocating vapor, but the wall of fire quickly burns it away before your companions drown. A roaring voice fills your head: "I am the Water Lord. By the ancient pact, I relinquish to you this part of My Power. Forever, Water shall be your ally, for you are now my chosen!"

The hero whose player is sitting to the left of the player whose hero is standing on the encounter marker gains the skill Water Pact. The heroes gain one Conquest Token.

## Water Vault

As you open the sapphire rune-locked door, you are immediately soaked to the bone by the chill vapors that permeate the room. The walls and floor glisten slickly and are covered in inches of entangled moss and unwholesome dungeon vegitation, making movement difficult. The source of the humidity is the glowing, vertical wall of water that rises to cut off the southern end of the room. You can barely see the glow of the glyph behind it.

All squares in this room are treated as Mud. Both the monsters and the hero with Water Pact are immune to this effect.

**Important: Only the hero with the Water Pact skill may pass over the water obstacle in this room. When that hero ends her turn on the encounter marker:**

Frightening power radiates from the bright, clear center crystal. As you deliver the final strike, destroying the last of the wards, a seductive, hissing voice fills your head: "I am the Wind Lord. By the ancient pact, I relinquish to you this part of My Power. You are now my chosen; the wisdom of Wind rides with you!"

The hero whose player is sitting to the left of the player whose hero is standing on the encounter marker gains the skill Wind Pact. The heroes gain one Conquest Token.

Reveal the area "Shebbollath's Prison". The four Glyphs of Transport in this area are already active. The heroes do not gain any Conquest Tokens for them. Heroes may enter Shebbollath's Prison through these glyphs from town.

**Important: When one of the heroes returns to town:**

You return to town to find a horrifying site. The assault by Shebbollath's priests has already begun! Smoke rises from burning fires. Several buildings have collapsed from boulders thrown by catapults or giants. The villagers have

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fled into their homes. The shops are locked and boarded up. Monsters roam the streets, their claws and weapons hungery for blood. Atop the hill at the north end of town, the temple burns!

You see an elite beastman war party, lead by a giant, rounding the corner ahead. Ducking quickly out of sight, you run into Mad Carthos hidden in the shadows of an alley.

"You will find little help while Vynelvale is under siege. But here, I managed to scrounge these from the local apothecary. Hurry. The siege will only end when the demon spider falls!"

Until Shebbollath is slain, the town is under siege and the heroes cannot shop, rest or use the temple. However, Mad Carthos will supply each hero with up to three potions of her choice. This costs one movement point.

## Shebbollath's Prison

The horrific vistage of the Demon Spider turns to face you. "Welcome, 'heroes'," she chitters with wicked mirth from the heart of Her web-strewn cell. "Thank you for weakening the walls of My prison. Now, all that is left is to kill you and take your power for Myself! Then I shall leave this cursed place and wreck My Vengence on those who dared imprison Me and their puny, worthless world!"

Any character who moves into one of the webbed spaces in this room immediately gains a web token.

The master spider in this room is Shebbollath the Demon Spider. She has the following statistics:

She has no movement.
She has 17 Wounds.
She has 7 Armor.
Her special abilities are Aura, Sorcery 3, Fear 2, Poison and Web.

If the heroes slay Shebbollath, they receive three Conquest Tokens and are successful in their quest.

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